RPJ Sci-Fi Combat Cheat Sheet

1   The Battlefield (Core pp. 29-30)

- A battlefield is made up of a line of **regions**, each about 30 meters across
  - Some battlefields may not be strictly linear
- Inside a region, you may be **adjacent** to other characters
  - A group of adjacent characters is an **adjacency group**
  - You must be adjacent to a character to make a melee attack against him
- Characters in the same region are at range 0, characters one region away are at range 1, and so on

2   Actions (Core p. 29)

- 2 **Actions** per turn
  - 3 if Dex >= 5
  - 4 if Dex >= 10,
- May be used to...
  - **Move** (to an adjacent region, joining an adjacency group of choice in the new region; or between adjacency groups in the same region) (Core p. 32)
  - **Attack** (roll 4d6, add your base weapon skill and weapon attribute bonus, against target's melee or ranged defense value) (Core p. 32-33, 44)
- 1 **free attack** per round; cannot be used on your turn; spend to… (Core p. 35)
  - Make a melee attack against a target leaving your adjacency group, if your Dex >= his Dex
  - Make a melee attack against an adjacent target who makes a ranged attack

3   Times and Distances (Core pp. 29, 31)

- A combat round represents one minute of real time
  - Actions are 5 seconds, representing moments in the ebb and flow of combat when action is possible
  - Characters' turns happen roughly simultaneously throughout the round
- A combat region is an area about 30 meters across
  - An adjacency group is, at most, about 10 meters across

4   Cover (Core p. 45)

- **Cover** (e.g. +3/1f) has **quality** (+3) and **flanking distance** (1f)
- When adjacent to cover, add its quality to your ranged defense value
  - If the attacker is at the flanking distance (in the example, at a range of 1), halve the cover bonus, rounding down
  - If the attacker is closer than the flanking distance (at a range of 0, in the same region), add no cover bonus
  - A flanking distance of * means that the cover provides its full bonus at range 0 and half its bonus against adjacent targets
- You may spend one Move action to **Reorient**, receiving protection from targets closer than the flanking distance (Core p. 47)
  - Reorienting does not provoke free attacks
  - In the example, if the attacker is at range 0, add the full cover bonus
  - If the attacker is at range 1, add half the cover bonus
  - If the attacker is at range 2 or more, add no cover bonus
  - Spend another Move action to un-Reorient, switching flanking distance back to normal

5   Special Actions

- Aimed Fire (Core p. 48)
  - Spend 2 actions for +1 to hit on a ranged attack
- Suppressive Fire (Core p. 49)

- Spend 2 actions to suppress a target
- Suppressed targets halve their base attack modifier, may not make Aimed Fire attacks
- When a suppressed target moves, you may use your free attack to make a ranged attack against it
- Overwatch (Core p. 49)
  - Spend 1 action to establish overwatch on a target region
  - When an entity enters that region, you may end your overwatch to make a ranged attack against it
  - It receives no cover bonus
  - Overwatch expires at the start of your next turn
- Cautious Movement (Core p. 50)
  - Spend your whole turn to move up to 1 region
  - Does not trigger overwatch attacks
  - Does not trigger free attacks when leaving an adjacency group
  - Suppressive fire free attacks made against you halve their base attack modifier
  - If you end your turn out of cover, you have +1/0f cover until the start of your next turn

6   Taking Damage (Core pp. 21-23)

- Find your best damage save (outermost layer of defense, lowest target number)
- Add the incoming damage to the target number
- Roll 4d6
  - On success, cross out the target number you used
  - On failure, cross out all target numbers for the layer of defense
- When you cross out the last damage save for a layer of defense, it is broken
  - When your base damage saves are broken, you are incapacitated
  - When incapacitated, on your turn or once per minute, roll 4d6
    - On 18+, you are stabilized
    - If you fail five times in a row, you are dead

7   Grappling (Core pp. 36-37)

- Enter grapple with a **touch check**: Dex vs. TN16+ target Dex
- Melee attacks against grappling target are +2, ranged -2
- No moving in grapple
- When grappling, your turn is a **grapple check**, an opposed Grappling roll
  - If you win, you can leave grapple or do -4 damage to base saves